

ROCKWALL BASEBALL LEAGUE RULES

All Age Groups

1. Uniforms must have numbers on the back by the second week.
2. At game time the clock will start, a forfeit will happen after 10 minutes.
3. Maximum 7 runs per inning in all age groups.
4. Games can end in a TIE, if time runs out, finish the inning.
 - a. Finish the inning Unless it is mathematically impossible to win (down by more than 7 runs)
 - b. No drop-dead time.
5. In combined divisions the game will be played following the older age groups rules.
6. Coaches must submit two copies of their line- up card before the start of the game. 1 copy goes to the opposing coach and 1 copy is turned in with the score card.
7. The home team is responsible for keeping home book the visiting team is responsible for providing a "scoreboard operator".
8. All coaches must have their City of Rockwall issued coaches badge on them when on the field and must present it when requested.
9. No more than 4 coaches in the field/dugout during the game.
10. Once Scorecards are signed by both coaches and turned in, the game is official and no changes or discussions will be allowed. Be sure to check the scorecard before signing it and ensure necessary changes are made before signing.
11. When playing at Leon Tuttle Athletic Complex it is mandatory to leave the complex when the lightning detection system provides instruction, this is not optional.
12. Suspended games rule: if a game is impacted by inclement weather causing a game to be cancelled, the game will be restarted from the beginning at a later date, unless the game had completed the third inning in which case the game will be considered complete with the final score being the score at the end of the last inning completed before the inclement weather ended the game.
13. Section 21: interference - offensive, umpire, spectator
 - a. Offensive interference occurs when the team at bat:
 - i. a. Interferes with, obstructs, impedes, hinders, or confuses a fielder attempting to make a play; or
 - b. A runner causes malicious contact with a fielder, with or without the ball, either in or out of the baseline.
 - b. Umpire interference happens when the umpire inadvertently moves in a way that hinders the catcher's attempt to throw, or when a fair ball (as per 5-1-1f) or thrown ball (as per 5-1-1g) touches the umpire.
 - c. Spectator interference is any action by a spectator that impedes the progress of the game.
 - d. Follow-through interference occurs when the bat strikes the catcher after a batter swings and disrupts action at home plate or the catcher's play on a runner.
 - e. Backswing interference happens when the batter contacts the catcher or the catcher's equipment before the pitch.
14. Section 22: obstruction and fake tag
 - a. Obstruction is any action (intentional or unintentional, physical or verbal) by a fielder, defensive team member, or team personnel that hinders a runner or alters the play, as outlined in 5-1-3 and 8-3-2. It also occurs when a catcher or fielder hinders a batter, as detailed in 5-1-2b, 8-1-1e, 8-3-1c, and 8-3-2. When obstruction occurs, the ball becomes dead at the end of the play, and the umpire determines base awards per the violated rule (EXCEPTIONS: 8-4-2c, 8-4-2d).
 - b. A fake tag is an action by a defensive player simulating a tag without possessing the ball. This is considered obstruction.

- c. Obstruction also includes instances where a fielder, without possession of the ball, denies the runner access to the base they are attempting to reach.

15. Section 32: slide

- a. A legal slide can be performed either feet-first or head-first. For a feet-first slide, at least one leg and buttock must touch the ground. The runner must slide within reach of the base with either a hand or foot and may slide or run away from the fielder to avoid contact or altering the play (8-4-2b). The runner shall make every attempt to avoid contact with the fielder at a base where a potential play could be made.
- b. A slide is illegal if:
 - i. The runner uses a rolling, cross-body, or pop-up slide into the fielder.
 - ii. The runner's raised leg is higher than the fielder's knee when the fielder is standing;
 - iii. The runner goes beyond the base (except at home plate) and contacts or disrupts the play of the fielder. At home plate, momentum may carry the runner straight through (baseline extended);
 - iv. The runner slashes or kicks the fielder with a leg;
 - v. The runner attempts to injure the fielder; or
 - vi. The runner, on a force play, fails to slide on the ground in a direct line between the two bases.

16. Protest Rules:

- a. Cannot protest a judgement call, only to be used to dispute an interpretation or application of a rule.
- b. In the case of a protest, coach must pay \$100 cash to the Umpire In Chief (UIC) prior to the next pitch. Record the inning and situation on the official protest form. Continue play of the game until completion. If your team wins the game you have protested your team will automatically be voided and money will be returned.
- c. Only one protest per team per game.
- d. League director will establish a meeting with head officials and one or both coaches. The meeting will occur no more than 7 days following the protest.
- e. If your protest is upheld you will receive the \$100 protest fee and replay the game from the point of the protest.
- f. If your protest is not upheld you will forfeit the \$100 fee and the game will be recorded as it was completed.

T-Ball (4/5U)

- 1. Tball balls (AD STARR - STARR 5) will be used for all tball games not regular baseballs and refusing to use the tballs will not be tolerated.
- 2. There will be no umpires for this division. Coaches will act as the umpire since there is no score taken. As the coach you will be responsible for keeping up with the game time.
- 3. Games will be 50 minutes long. When time expires, finish the current inning.
- 4. No outs or score will be recorded in this division.
- 5. Each team will bat through its entire lineup each inning.
- 6. Must throw rule- Plays to 1st base must be an attempt to throw (overhand) to 1st base. Players may not run down the runner to 1st base.
- 7. You may use free substitution on defense, but batting order should remain unchanged.
- 8. Base runners may only advance one base per hit. On the last batter all players will run the bases crossing home.
- 9. 5 Swing Rule – T-Ball players will have **5 swings** to put the ball in play regardless of misses or fouls. A player can only strike out if they miss or foul on their 5th swing attempt.

10. No more than five players in the infield at any time. There will be no catcher. All remaining players must be positioned in the outfield (on the grass) and should not encroach the infield.
11. Outfielders may not make a play in the infield. Outfielders must throw the ball to the infield. If an outfielder tags a runner out, time will be called, all runners will be safe.

T-Ball (4/5u) Continued

12. A pitcher must throw to a base on a fielded ball. A pitcher may not tag a runner out. If a pitcher tags a runner out, time will be called, all runners will be safe.
13. Teams are required to use the City issued game tee.
14. The base of the game tee shall be placed completely inside the perimeter of Home plate.

6U – Modified Coach Pitch Division

1. Games will consist of 6 innings or 55 minutes, whichever comes first. If time expires finish the inning.
2. You may freely substitute on defense but the batting order should not change.
3. Coach Pitcher must follow (rule 8.04-8.06.04.A) in regards to positioning while pitching. If a ball is hit the pitching coach must exit the field as quickly as possible.
4. Games will be played with regular baseballs; we will not use level 5 soft compression t-balls.
5. Batters will be given 3 pitches by the coach. If the batter is unable to put the ball into play off the pitching, then they will be given 3 attempts to put the ball in play off the tee. (this is changed to accommodate those players coming over from the tball league that did not make)
 - a. All base runners may only advance 1 base after a ball is batted off of the tee.
6. Players can't strike out on the pitching, but will only get 3 attempts off the tee.
 - a. If the third attempt off the tee is hit foul the player will be out.
7. Adult Pitcher cannot instruct any player on the field while he is in the field of play.
 - a. First offense- Warning from umpire
 - b. Second offense- Removal from the game
 - c. What constitutes as an offense is up to the umpire's discretion
8. A Pitcher must throw to a base on a fielded ball. A pitcher may not tag a runner out. If a pitcher tags a runner out time will be called, and all runners will be safe.
9. Outfielders may not make a play in the infield. Outfielders must throw the ball to the infield.
10. No Infield fly rule, No bunting, No intentional walking.
11. Defensive coach permitted in the outfield
12. No more than 4 coaches should be on the field at any time per team
13. You will play 4 outfielders and a catcher for a total of 10 players on defense.
14. In the instance that a Tee is used, it will be the tee provided by the city and the base of the tee will be placed inside the perimeter of the home plate.

Coach Pitch (7/8U)

1. Games will consist of 6 innings or 75 minutes, whichever comes first. If time expires finish the inning.
2. Stay Alive Rule – In coach pitch, the batter is not out on a foul ball on pitch #6. Batter will get additional pitches until the batter either: swings and misses, has a pitch go by looking, or hits the ball in fair territory. Any subsequent fouls, the batter will be awarded another pitch until the ball crosses the plate untouched by the batter or the ball is put into play in fair territory.

9U Draft Division (9U) —

1. Runner on 3rd base may advance on a wild pitch/passed ball.
2. Runners shall not lead-off, but can advance at their own risk (steal) once a pitched ball has crossed the plate
3. No dropped 3rd strike rule- On a dropped 3rd strike the batter is out and may not advance.
4. No balks

5. Maximum Pitches Per Day: 45 pitches (if max is reached during a batter, finish the batter)

9u Select Division (9U - Select)

1. Maximum Pitches Per Day: 45 pitches (if max is reached during a batter, finish the batter)

10U Draft Division (10U)

1. Runner may lead off and advance at their own risk (steal) once a pitched ball is released by the pitcher.
2. Dropped 3rd strike rule in effect.
3. 1 warning about balk per pitcher

4. Maximum Pitches Per Day: 45 pitches (if max is reached during a batter, finish the batter)

10U Select Division (10U).

1. Dropped 3rd strike rule in effect.

2. Maximum Pitches Per Day: 45 pitches (if max is reached during a batter, finish the batter)

11u/12u Draft/Select (11u/12u)

1. Maximum Pitches Per Day: 55 pitches (if max is reached during a batter, finish the batter)

13/14U Division

1. 13U batters may use a max -5 or -8 bat, 14U batters must use a max of -5 bat
2. You must indicate your 14U Batters on your lineup card

3. Maximum Pitches Per Day: 60 pitches (if max is reached during a batter, finish the batter)

Note: 9U-14U select will follow USSSA and MLB rules and guidelines

Uniforms

All teams are responsible for personal team uniforms (catcher's gear is available while supplies last.)